In the claims:

1   1.   A method for playing a stored content comprising:

2   providing a plurality of segments which collectively comprise said stored

3   content, wherein each of said segments has a first terminus and a second terminus;

4   wherein content in each of said segments has a temporal flow from said first terminus

5   to said second terminus, and wherein at least one segment is associated with a

6   plurality of links to a corresponding plurality of other of said segments;

7   playing said at least one segment with said temporal flow;

8   determining prior to reaching said second terminus whether a content

9   expansion is desired; and

10   linking to an expansion segment and playing said expansion segment if said

11   content expansion is desired and to a continuing segment and playing said continuing

12   segment if said content expansion is not desired, where there is an additional link

13   from said expansion segment to said continuing segment such that said continuing

14   segment is played after said expansion segment has been played.

1   2.   A method for playing a stored content as recited in claim 1 wherein at least

2   one of said continuing segments contains a landing sub-segment having a first landing

3   sub-segment terminus and a second landing sub-segment terminus and wherein said

4   linking of said expansion segment to said continuing segment and playing said

5   continuing segment can proceed from a starting point of said landing sub-segment

6   after playing said expansion segment.

1   3.   A method for playing a stored content as recited in claim 2 wherein said first

2   landing sub-segment terminus of said continuing segment substantially coincides with

3   said first terminus of said continuing sub-segment.

1   4.   A method for playing a stored content as recited in claim 2 wherein said

2   starting point of said continuing segment after playing said expanding segment

3   substantially coincides with said first landing sub-segment terminus of said continuing

4   segment.

1   5.   A method for playing a stored content as recited in claim 2 wherein said
2   starting point of said continuing segment after playing said expanding segment
3   substantially coincides with said second landing sub-segment terminus of said
4   continuing segment.

1   6.   A method for playing a stored content as recited in claim 1 wherein at least
2   one of said expansion segments contains a contraction zone significantly preceding
3   said second terminus; further comprising determining within playing said expansion
4   segment containing said contraction zone prior to reaching said contraction zone
5   whether a premature contraction is desired; and wherein playing said continuing
6   segment follows playing said contraction zone if said premature contraction is
7   desired.

1   7.   A method for playing a stored content as recited in claim 1 wherein playing
2   said segments further comprises highlighting an expansion segment cue
3   corresponding to one of said expansion links; and wherein determining prior to
4   reaching said second terminus whether a content expansion is desired further
5   comprises determining whether said expansion segment cue is selected.

1   8.   A method for playing a stored content as recited in claim 7 wherein playing
2   said segments further comprises playing at least one discernible entity and wherein
3   highlighting said expansion segment cue comprises highlighting associated with one
4   of said discernible entities.

1   9.   A method for playing a stored content as recited in claim 8 wherein
2   determining whether said expansion segment cue highlighted by said associated
3   discernible entity is selected further comprises determining whether said associated
4   discernible entity is selected.

1   10.   A method for playing a stored content as recited in claim 8 wherein linking to
2   said expansion segment and playing said expansion segment further comprises
3   playing a transition from said highlighting said associated discernible entity to playing
4   said expansion segment.

1 11.   A method for playing a stored content as recited in claim 1 wherein linking to
2 said segment further comprises requesting said segment, wherein said providing said
3 plurality of said segments further comprises transmitting said requested segment to a
4 segment player and wherein playing said segment further comprises playing said
5 requested and transmitted segment on said segment player.

1 12.   A method for playing a stored content as recited in claim 1 wherein each of
2 said segments is associated with a link corresponding to said continuing segment.

1 13.   A method for playing a stored content as recited in claim 1 wherein linking a
2 segment further comprises reading a link segment association table and wherein
3 providing said associating of one of said segments to one of said links and said
4 corresponding one of said segments further comprises reading said link segment
5 association table.

1 14.   A method for playing a stored content comprising:
2   providing a plurality of segments which collectively comprise said stored
3 content, wherein each of said segments has a first terminus and a second terminus and
4 a continuity link associated with a member of the collection of a segment indicator
5 and a non-segment indicator; wherein content in each of said segments has a temporal
6 flow from said first terminus to said second terminus; and wherein at least one
7 segment is associated with a plurality of expansion links to a corresponding plurality
8 of other of said segments;
9   playing said at least one segment with said temporal flow;
10   determining prior to reaching said second terminus whether a content
11 expansion is desired; and
12   linking to an expansion segment, pushing said continuity link onto a link stack
13 and playing said expansion segment if said content expansion is desired; and
14   linking to a continuing segment and playing said continuing segment if said
15 content expansion is not desired and if said continuity link indicates said continuing
16 segment.

1   15.   A method for playing a stored content as recited in claim 14 further

2   comprising:

3   determining if said link stack is empty,

4   popping said link stack, playing said segment indicated by popped said link

5   stack

6   if said content expansion is not desired, and

7   if determining said link stack is not empty and

8   if said continuity link indicates a non-segment and

9   if said popped link stack indicated a segment.

1   16.   A method for playing a stored content as recited in claim 15 further

2   comprising:

3   halting said playing upon reaching said second terminus

4   if said content expansion is not desired and

5   if said link stack is determined to be empty and

6   if said continuity link indicates a non-segment.

1   17.   A method for playing a stored content as recited in claim 14 wherein at least

2   one of said expansion segments contains a contraction zone significantly preceding

3   said second terminus; further comprising determining within playing said expansion

4   segment containing said contraction zone prior to reaching said contraction zone

5   whether a premature contraction is desired; and wherein playing said continuing

6   segment follows playing said contraction zone if said premature contraction is

7   desired.

1   18.   A method for playing a stored content as recited in claim 14 wherein playing

2   said segments further comprises highlighting an expansion segment cue

3   corresponding to one of said expansion links; and wherein determining prior to

4   reaching said second terminus whether a content expansion is desired further

5   comprises determining whether said expansion segment cue is selected.

1   19.   A method for playing a stored content as recited in claim 18 wherein playing

2   said segments further comprises playing at least one discernible entity; and wherein

3   highlighting said expansion segment cue comprises highlighting associated with one

4   of said discernible entities.